CANABALT
RUN FOR YOUR LIFE...
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ABOUT CANABALT

Canabalt began as a 5-day experimental game for the Kyles' Experimental Gameplay Project. Adam Atomic spent two weekends designing the gameplay, writing the code, drawing the artwork, and recording and designing the sound effects. Danny Baranowsky wrote the music in one night and Adam released it into the wild. It was slightly more popular than expected.

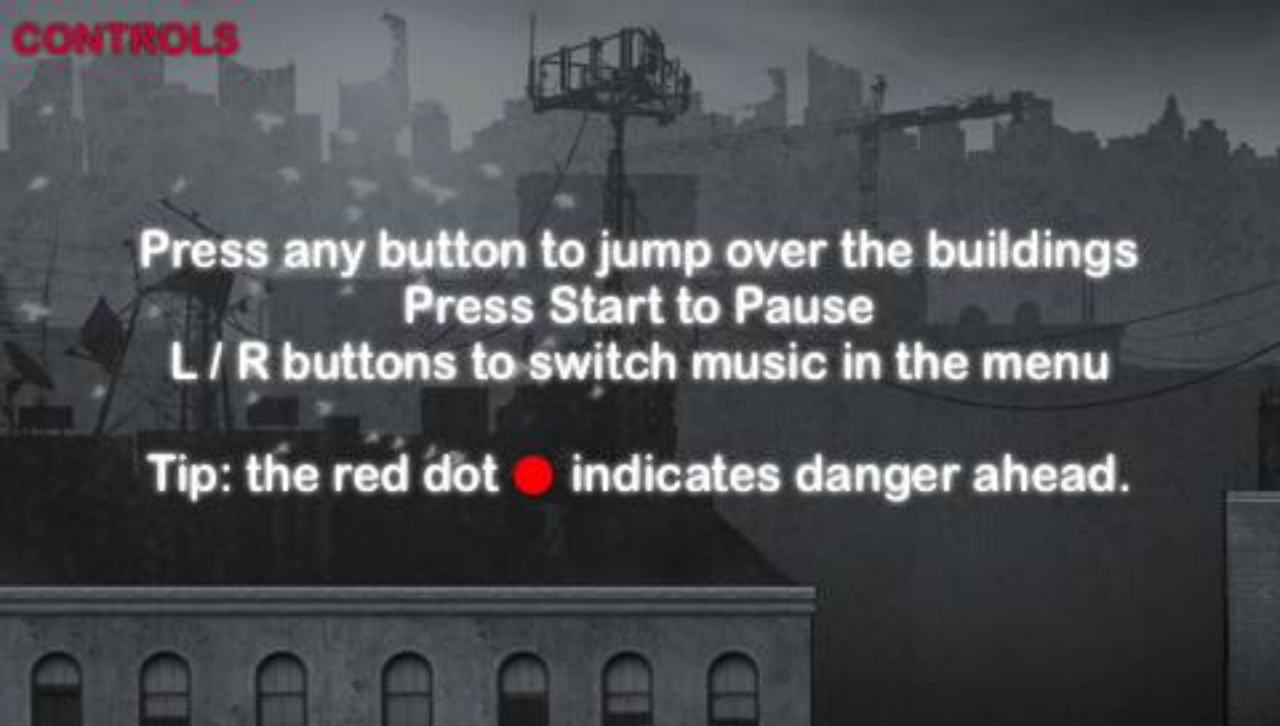
Adam would like to thank some people who contributed to the success of Canabalt:

...Steve Swink for introducing the idea of obstacles
...Bekah (my wife!) for her tolerance and assistance
...Janessa (Eric's wife!) for giving him the time to port this thing so fast!
...Ben Ruiz for playtesting, feedback, and encouragement
...Kyle Pulver for feedback
...and Farbs for creating Captain Forever, my favorite game of 2009

CREDITS

Programming : Vitaly "MadMax" Maximov
Technical artist : Alexander Kravchuk
Poster art: Miguel Valencia
Tester: Alexander Homenko
Producer : Alexey Menshikov

Special Thanks: Adam "Atomic" Saltsman, George Bain, Agostino Simonetta, John Booth (SCEE), Shane Bettenhausen (SCEA), Andriy Sharanevych (TastyPlay), Konstantin Shavruk (1C)


CONTROLS
Press any button to jump over the buildings
Press Start to Pause
L / R buttons to switch music in the menu
Tip: the red dot ● indicates danger ahead.

SUPPORT AND LEGAL INFORMATION

Support e-mail: support@beatshapers.com

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